

**IN THE CLAIMS:**

Please AMEND the claims in accordance with the following:

1. (Cancelled)
2. (Currently Amended) An interface as recited in claim [[1]]34, wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted.
3. (original) An interface as recited in claim 2, wherein a location responsive to the natural motion of the user hand is defined by the natural motion passing through a substantial center area of a display area.
4. (Currently Amended) An interface as recited in claim [[1]]34, wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted and one of a wrist of the user is rotated and fingers of the user are moved.
5. (Currently Amended) An interface, comprising:  
an interface area located in a lower left display corner for a right-handed user and in a lower right display corner for a left-handed user responsive to a natural motion by the user and associated with an end of a range of the natural motion, comprising:  
an arc shaped graphic starting near a first display edge and ending near a second display edge and defining the interface area where the arc is substantially perpendicular to a natural motion path of the natural motion; and  
controls located in the interface area and accessible via the natural motion, all the controls arranged along the arc shaped graphic visible and accessible at all times, wherein an interface location responsive to the natural motion of the user is a lower corner of a display area, wherein the controls arranged along the arc shaped graphic have an overlap interference angle of less than forty-five degrees.
6. (Currently Amended) An interface as recited in claim [[1]]34, wherein the graphic is a shape corresponding to an arc shaped curve and the controls are positioned in accordance with the curve.

7. (original) An interface as recited in claim 6, wherein a radius of the arc shaped curve is at least a radius of a menu of one of the controls.

8. (previously presented) An interface as recited in claim 6, wherein a control closest to a display area is positioned along the curve at least a radius of a menu of the control from a display edge.

9. (Currently Amended) An interface as recited in claim ~~[[1]]~~34, wherein a menu associated with one of the controls has a layout responsive to the curve.

10. (Currently Amended) An interface as recited in claim ~~[[1]]~~34, wherein a marking menu associated with one of the controls has a layout where a downward stroke brings up additional tool palettes and/or dialogs.

11. (Currently Amended) An interface as recited in claim ~~[[1]]~~34, wherein the interface is located in a lower left corner of a display area and the controls of the interface are arranged as one of a convex arc across the corner, a concave arc across the corner, a convex corner across the corner, a convex arc with a linear portion across the corner, a sectioned pie in the corner, and a sectioned pie in the corner and extending across the display area, ~~and a rotatable circle intersecting both sides of the corner.~~

12. (Currently Amended) A graphical user interface, comprising:  
a persistent interface having an interface arc shape, located in a lower left corner of a display area for a right-handed user and in a lower right corner of the display area for a left-handed user, having graphics for controls arranged along the interface arc visible and accessible at all times and having control hit zones each with a zone shape responsive to an approach arc defined by a dominant motion arc of a motion of a user and associated with an end of a range of a natural motion by the user where the approach arc is substantially perpendicular to a natural motion path of the natural motion and with the graphics of the controls being located responsive to one-shot function or menu pop-up function with a pop-up menu radius, wherein the controls arranged along the interface arc have an overlap interference angle of less than forty-five degrees.

13. (original) An interface as recited in claim 12, wherein the zone shape comprises one

of a wedge, a curved sided triangle and a curved sided trapezoid.

14. (original) An interface as recited in claim 12, wherein the zones have non-coincident, dominant arc approach paths.

15. (Currently Amended) A graphical user interface for a digitizer based drawing application, comprising:

a persistent arc shaped graphic located in a lower left corner of a display area for a right-handed user and in a lower right corner of the display area for a left-handed user of the drawing based application associated with an end of a range of a natural motion by the user; and

controls arranged along the persistent arc shaped graphic visible and accessible at all times and located essentially in an arc in the graphic where the arc is substantially perpendicular to a natural motion path of the natural motion and the controls arranged along the persistent arc shaped graphic have an overlap interference angle of less than forty-five degrees, said controls comprising:

a tool control providing a menu for selecting a drawing tool of the application; and

a color control providing a menu for selecting paint color applied by a drawing tool of the application.

16. (Previously Presented) An interface as recited in claim 15, wherein said controls further comprise:

a minimize control located on a side edge of the graphic and providing a minimize function for the interface;

a page control located adjacent a bottom edge of the graphic and providing a page change function for drawing pages of the application;

an edit control located adjacent to the page control and providing an undo function for the application; and

a tool type control located between the tool control and the color control and providing a menu for selection a tool type of the application.

17. (Previously Presented) An interface as recited in claim 16, wherein the graphic comprises an arc shaped band.

18. (original) An interface as recited in claim 16, wherein pop-up menus pop-up in

association with the selected control and at a distance from side and bottom edges of the graphic to allow all menu commands to be displayed.

19. (Currently Amended) An graphical user interface for a tablet personal computer based drawing application using a stylus, comprising:

an arc shaped persistent graphic located in a lower left corner of a display area of the drawing based application for a right-handed user and in a lower right corner of the display area of the drawing based application for a left-handed user and responsive to a natural motion by the user wherein the natural motion is a curve associated with movement of a hand of the user when an elbow of the user is pivoted and associated with an end of a range of the natural motion by a user; and

controls arranged along the arc shaped persistent graphic visible and accessible at all times and located essentially in an arc in the graphic where the arc is substantially perpendicular to a natural motion path of the natural motion and activated by the stylus, wherein the controls arranged along the arc shaped persistent graphic have an overlap interference angle of less than forty-five degrees, said controls comprising:

a minimize control located on a side edge of the graphic and providing a minimize function for the interface;

a page control located adjacent a bottom edge of the graphic and providing a page change function for drawing pages of the application;

an undo control located adjacent to the page control and providing an undo function for the application;

a tool control located adjacent the minimize control and providing a menu for selecting a tool of the application;

a color control located adjacent the undo control and providing a menu for selecting paint color applied by a tool of the application; and

a tool type control located between the tool control and the color control and providing a menu for selection a tool type of the application,

wherein a radius of the arc shaped curve is at least a radius of a menu of one of the controls,

wherein a control closest to a display area is positioned along the curve at least a radius of a menu of the control from a display edge, and

wherein a marking menu associated with one of the controls has a layout where a downward stroke brings up additional tool palettes and/or dialogs.

20. (Currently Amended) A method, comprising:

mapping visible and accessible at all times controls of a persistent graphical user interface in an arc shape at a lower left corner location for a right-handed user and at a lower right corner location for a left-handed user and responsive to an approach arc associated with an end of a range of a natural user motion, with a radius responsive to an underlying menu activatable via one of the controls and where the arc starts near a first display edge and ends near a second display edge and arc is substantially perpendicular to a natural motion path of the natural motion, wherein the controls arranged along the persistent graphical user interface in the arc shape have an overlap interference angle of less than forty-five degrees; and allowing the user to activate the controls.

21. (Currently Amended) A method, comprising:

mapping visible and accessible at all times controls of a graphical user interface in an arc shape at a lower left display corner location for a right-handed user and at a lower right display corner location for a left-handed user and responsive to an approach arc associated with an end of a range of a natural user motion, with a radius responsive to an underlying menu activatable via one of the controls and where the arc starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion, wherein the controls arranged along the graphical user interface in the arc shape have an overlap interference angle of less than forty-five degrees; and allowing the user to activate the controls, wherein the location comprises a display area corner.

22. (Cancelled)

23. (original) A method as recited in claim 20, wherein the mapping maps controls on the arc responsive to a function of the controls.

24. (Cancelled)

25. (original) A method as recited in claim 20, wherein the allowing comprises: displaying a menu upon a touch input and allowing a user to select an item of the menu; displaying a menu and performing an interaction upon a dwell input; and

performing a function upon a stroke input.

26. (previously presented) A method, comprising:

mapping controls of an graphical user interface in an arc shape at a location responsive to an approach arc and with a radius responsive to an underlying menu activatable via one of the controls; and

allowing a user to activate the controls, wherein the allowing comprises:

displaying a menu upon a touch input and allowing a user to select an item of the menu;

displaying a menu and performing an interaction upon a dwell input; and

performing a function upon a stroke input, and wherein if a user is inking from a drawing canvas and the inking crosses into the menu, inking still occurs on the canvas.

27. (Currently Amended) A non-transitory computer readable storage for controlling a computer by mapping visible and accessible at all times controls of a persistent graphical user interface in an arc shape at a lower left corner location for a right-handed user and at a lower right corner location for a right-handed user and responsive to an approach arc associated with an end of a range of a natural user motion, where the arc shape starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion and with a radius responsive to an underlying menu activatable via one of the controls and allowing the user to activate the controls, wherein the controls arranged along the persistent graphical user interface in the arc shape have an overlap interference angle of less than forty-five degrees.

28. (Currently Amended) An apparatus, comprising:

a display; and

a processor positioning a persistent graphical user interface of multiple controls visible and accessible at all times in a lower left corner of the display for a right-handed user and a lower right corner of the display for a left-handed user and associated with an end of a range of a natural user motion, the interface having an interface arc shape where the arc shape starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the natural motion and positioning the controls on the interface arc at positions responsive to a natural motion arc of the user when moving a hand from a center of the display toward the corner, wherein the controls positioned along the interface arc have an

overlap interference angle of less than forty-five degrees.

29. (original) An apparatus as recited in claim 28, wherein the processor positions the controls responsive to a function of the controls.

30. (Currently Amended) An apparatus as recited in claim 28, further comprising a stylus-based input system coupled to the processor and the display, and activating the controls responsive to a tap of a stylus on one of the controls, a dwell of the stylus over one of the controls and a stroke of the stylus on one of the controls.

31. (Currently Amended) An interface, comprising:

a fixed position, arc shaped, display edge intersecting menu bar interface graphic located in a lower left display corner for a right-handed user and in a lower right display corner for a left-handed user and responsive to a natural motion by the user associated with an end of a range of the natural motion where the arc shaped graphic is substantially perpendicular to a natural motion path of the natural motion and starts near a first display edge and ends near a second display edge; and

controls arranged along the interface graphic visible and accessible at all times, and accessible via the natural motion, wherein the controls arranged along the interface graphic have an overlap interference angle of less than forty-five degrees.

32. (Previously Presented) An interface, comprising:

a first graphical user interface located in a lower left display corner and responsive to a first natural motion by a user associated with a first end of a range of the first natural motion; and  
second graphical user interface located in a lower right display corner responsive to a second natural motion by the user associated with a second end of the range of the second natural motion; and

said first and second graphical user interfaces each comprising:

an arc shaped persistent graphic defining the interface area where the arc starts near a first display edge and ends near a second display edge and is substantially perpendicular to a natural motion path of the first and second natural motion; and

controls arranged along the arc shaped persistent graphic initiating an action, located in the interface area and visible and accessible at all times and accessible via the first and second natural motion.

33. (Currently Amended) An interface, comprising:

a graphical user interface area located in a lower left display corner for a right-handed user and in a lower right display corner for a left-handed user and responsive to a natural motion by the user associated with an end of a range of the natural motion and, comprising:

an arc shaped persistent graphic starting near a first display edge and ending near a second display edge and defining the interface area where the arc is substantially perpendicular to a natural motion path of the natural motion; and

controls arranged along the arc shaped persistent graphic initiating an action, located in the interface area and visible and accessible at all times and accessible via the natural motion, wherein the controls arranged along the arc shaped persistent graphic have an overlap interference angle of less than forty-five degrees.

34. (Currently Amended) An interface, comprising:

a graphical user interface area located in a lower left display corner for a right-handed user and in a lower right display corner for a left-handed user responsive to a natural motion by the user associated with an end of a range of the natural motion and, comprising:

an arc shaped persistent graphic starting near a first display edge and ending near a second display edge and defining the interface area where the arc is substantially perpendicular to a natural motion path of the natural motion; and

controls initiating an action, located in the interface area, all the controls arranged along the arc shaped persistent graphic visible and accessible at all times, and accessible via the natural motion.

~~The interface of claim 1,~~ wherein the controls arranged along the arc shaped persistent graphic have an overlap interference angle of less than forty-five degrees.